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8/84

The DALLAS QuestTM

CAT NO. 26-3294



DataSoft®

Radio Shack

TRS-80

COLOR
COMPUTER

The DALLAS Quest™

INTRODUCTION

You are a famous detective who has been summoned to Southfork for a secret meeting with Sue Ellen. She has called you here to offer you a proposition.

Sue Ellen is in possession of a letter from Jock Ewing written to Miss Ellie which describes an extremely rich oil field he had discovered during his stay in South America.

When Jock left for his ill-fated trip back to Southfork, he carried a map of the oilfield with him. But he also took the precaution of leaving a copy of it with an old friend and former fellow wildcatter named "Chugalug" Jones who now runs a trading post in South America in a village called Playa Peligro. Should anything happen to Jock, Chugalug has been instructed to give the map only to the person who possesses a particular ring. This ring was enclosed with the letter written to Miss Ellie; also enclosed was a snapshot of Chugalug.

Sue Ellen explains that she wants the map for herself. She wants to become financially independent of J.R. so that if he begins pulling any of his old tricks she can use her own wealth to either make him behave or finance her escape from him. You must, therefore, avoid J.R. at all costs; first, because he will want to stop Sue Ellen from obtaining this independence, and second, because he will most assuredly feel that the map and the oil fields are rightfully his. J.R. will use any means to stop you!

Sue Ellen continues, saying that you will be paid very handsomely for your services and, if you find the map and return it safely to her, she will pay you a bonus of two million dollars.

Unbeknownst to you and Sue Ellen, J.R. has been listening to your conversation while lurking in the hallway outside the living room doors.

After Sue Ellen quickly gives you the snapshot, the ring, and \$500,000 for expenses, she leaves you and proceeds upstairs to her room. You now must leave at once to meet the unknown challenges that await you.

REQUIRED EQUIPMENT

To begin this adventure, you need the following:

- TRS-80 Color Computer with a minimum of 32K memory
- Color Computer Disk Drive with Controller and Cable
- TV set or video monitor

SETTING UP

1. Make sure that the disk system is properly connected to the computer. Consult your owner's manual for instructions.
2. Turn on the TV, disk drive, and computer.

The screen should show:

DISK EXTENDED COLOR BASIC v.r.
COPYRIGHT (C) 198x BY TANDY
UNDER LICENSE FROM MICROSOFT
OK

If you do not see this copyright message, turn off the computer, check your connections, and power up again.

3. To load the program, insert the DALLAS QUEST diskette into the disk drive and close the drive door.
4. Type RUN"DALLAS" and press ENTER.

After the program loads, the copyright and color test screen will be displayed. The first box should be blue. The second should be red. Press ENTER if the colors are correct and the game will begin. If the colors are reversed, press the RESET button until the colors are correct. Press ENTER to begin the game.

The screen is divided into two parts. The upper half contains a picture of your current location. The bottom half contains an explanation of your situation. At the starting point you are in the living room with Sue Ellen. Any time you want to go somewhere, check the "Exits" indicator at the bottom left of your screen to see what directions are possible.

The cursor is to the right of Well? — waiting for you to enter a response.

CHOOSING DIRECTIONS

There are four possible directions: north, south, east, and west. The "Exits" indicator at the bottom left of the screen tells you the directions you can go. Not all directions are possible all the time. (Don't assume you are always facing north.)

You can enter directional commands by either typing complete words or typing abbreviations. To go north, for example, you could type GO NORTH, NORTH, GO N, or simply N. Remember to press ENTER after each command.

Note: it is normal for the disk drive light to remain on after you move to a new location. This allows a subsequent move to load a new picture without having to wait for the disk to begin spinning.

USING OTHER COMMANDS

There may be times when you will want or need to do something other than travel in a particular direction. Often you must enter a command consisting of a verb and a noun. Insert a space between each command word and press ENTER after typing the complete command. This adventure has an extensive vocabulary. It may take some experimentation to discover the correct command to use in certain situations.

When Well? appears on your screen, the computer is waiting for you to enter a command. To examine an object such as the ring, for example, you could type EXAMINE RING (don't forget to press ENTER). The computer will respond by telling you something about the ring. EXAMINE everything that could possibly help you solve this case. In addition, use EXAMINE as a one-word command to see if anything in a particular situation has changed, like whether people have appeared or disappeared. EXAMINE and its synonyms will be one of your greatest tools.

LOOK at your surroundings (you don't need a noun after LOOK in this case), and then LOOK at particular objects when you think that an individual object may be useful. You will also want to OBSERVE whatever you can.

You can also OPEN and CLOSE some things that appear on the screen.

You can obtain help during the game if you are lost by typing CLUE. There are nine clues available during each game. The "Clues" indicator is at the bottom center of the screen and indicates how many clues you have left.

OBTAINING OBJECTS

You will encounter various objects along the way. Some are useful and some are not. You may want to GET an item and take it with you. You will only be able to carry a limited number of items at one time, however. You may need to DROP an item before you can pick up another one. To find out what you are carrying at any time, type INVENTORY. Type DROP (ITEM) to leave an object behind. Type GET IT to immediately pick up an item again.

HELPFUL HINTS

Correcting Typos. Use the key ← to erase one character at a time if you make a mistake in your instructions. Use the SHIFT and ← key to take out the entire command (before pressing ENTER).

Making a Map. To avoid wandering in circles, you might want to make a map. Make notes of the surroundings for each move you make.

Turn Off Music. If you do not want to wait until a song finishes, press the SPACE BAR.

Turn Pictures Off. You can turn the graphics off and on by typing PICTURE. If you want to reach a particular place and are familiar with the route, turning off the pictures will allow you to get to that point much faster. Type PICTURE (press ENTER) again to turn them back on.

Number of Moves Taken. The number at the bottom right of the screen displays how many moves you've taken in a game at any given point. See if you can solve the adventure in less moves on your next attempt.

SAVING GAMES

To save a game while you take a breather, type SAVE and press ENTER. You will be asked for a number from 1 to 7. You will also see a list of numbers and names of games already saved on your disk. Press the number key you want, then type a name for the game you want to save (up to 16 characters). After you save a game, you can QUIT, knowing that you will be able to resume your adventure later.

QUITTING

When you are ready to quit a game, type QUIT and press ENTER. You are asked,

"Are you sure you want to quit?"

If you have already saved your game-in-progress (or if this is one game not worth saving), type Y or YES to end the game. If you decide not to quit, press any other key to resume play where you left off.

RELOADING A SAVED GAME

To load a previously saved game, type LOAD and press ENTER. A list of the numbers and the names of the saved games will be displayed. Press the number of the game you want to load.

WINNING THE GAME

When "THE END" is displayed, congratulations! You have successfully solved the case and safely completed the adventure!

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RADIO SHACK, A DIVISION OF TANDY CORPORATION

U.S.A.: FORT WORTH, TEXAS 76102
CANADA: BARRIE, ONTARIO L4M 4W5

TANDY CORPORATION

610 N. MICHIGAN AVENUE
CHICAGO, ILLINOIS 60611
1-800-255-3333
FAX: 312-929-7200
TELEFAX: 312-929-7200
610 N. MICHIGAN AVENUE
CHICAGO, ILLINOIS 60611
1-800-255-3333
FAX: 312-929-7200

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